# **Setup Android NDK**

#### **Download Android NDK**

Follow instruction in <a href="https://developer.android.com/ndk/downloads/index.html">https://developer.android.com/ndk/downloads/index.html</a> to download Android NDK for your OS. The path for the downloaded NDK we denote as [NDK\_dir].

## **Build NDK Program**

1. Write a c program:

#### hello.c

```
#include <stdio.h>
int main(int argc, char **argv, char **env)
{
    printf("Hello NDK!\n");
    return 0;
}
```

2. Create Android.mk with following content:

```
LOCAL_PATH := $(call my-dir)
include $(CLEAR_VARS)
LOCAL_MODULE := hello.out
LOCAL_SRC_FILES := hello.c
include $(BUILD_EXECUTABLE)
```

3. Create Application.mk with following content:

```
APP_ABI := armeabi
APP_PLATFORM := android-10
APP_STL := stlport_static
APP_BUILD_SCRIPT := Android.mk
```

- 4. Put hello.c, Android.mk, Application.mk into a same folder x.
- 5. Go to folder x.
- 6. Run command:
  - Linux/Mac:

```
export NDK_PROJECT_PATH=.
```

Windows:

```
set NDK_PROJECT_PATH=.
```

- 7. Run command:
  - Linux/Mac:

```
[NDK_dir]/ndk-build NDK_APPLICATION_MK=./Application.mk
```

Windows:

```
[NDK_dir]\ndk-build.cmd NDK_APPLICATION_MK=.\Application.mk
```

8. The executable will be generated at ./libs/armeabi/hello.out

## **Run NDK Program**

- 1. Push hello.out to the running emulator:
  - a. Linux/Mac:

```
[sdk_root_dir]/platform-tools/adb push [path]/hello.out /data/local/tmp/hello
```

b. Windows:

```
[sdk_root_dir]\platform-tools\adb.exe push [path]\hello.out /data/local/tmp/hello
```

- 2. Adb shell connect to emulator and navigate to /data/local/tmp folder.
- 3. Execute: ./hello

```
fgwei@USF-Gold-Wifi-226-10-69 ~/Library/Android/sdk/platform-tools adb push ~/Work/test/h ello/libs/armeabi/hello.out /data/local/tmp/hello [100%] /data/local/tmp/hello fgwei@USF-Gold-Wifi-226-10-69 ~/Library/Android/sdk/platform-tools adb shell # cd /data/local/tmp # ./hello Hello NDK! #
```